Team: WhatsInAName

Team Members:

Ch Prabhu Tej Pulagam (CMPE 202-03)
Sandeep Kumar Chawan S (CMPE 202-03)
Shaurya Mittal (CMPE 202-03)
Aishwarya Rao (CMPE 202-04)
Yashasvi Komma (CMPE 202-04)

GitHub ID's:

prabhutejpulagam
sandeepchawan
shauryam
aishwaryarao7
YashasviKomma

Team Github Repository:
https://github.com/sandeepchawan/CMPE202-GroupProject

Task Board:
https://waffle.io/sandeepchawan/CMPE202-GroupProject

Kanban CFD google sheet:
https://drive.google.com/open?id=1KCacYOj9OA572VySSFKWgBudzXlwV37DEKiF4
vfQIx4

Journal Entries:

Ch Prabhu Tej Pulagam

XP value: Respect

We started off from where we had left last week and started discussing about our design aspect of the game. The main point of the discussion was to develop a multiplayer game which implements our project topic and also reach out to a wide group of audience at the same time.

The initial one hour of the discussion seemed a bit chaotic when everyone was trying to point out the negatives and to bring down others ideas by terming the idea as a silly one. That is the moment where I had to come in and had a chat with everyone to make this meeting a fruitful session rather than fighting among ourselves which made us realize that even the silliest of the ideas can be the best ones.

Several ideas were brought to the front which included tinder style swiping of words into the boxes, a shooting kind of a game where one has to shoot the exact words that are qualified to be compressed while discussing about the UI of our game. We have finally decided to implement the drag/drop version in our game. Unfortunately, we could meet only once this week as some of our team members were occupied by mid-exams , so we decided to cover up the backlog items in the following week's meetings.

Sandeep Kumar Chawan S

XP value: Simplicity

The focus of the week was designing the game which had a User-Interface which would be sophisticated, having all the possible features on the screen, yet simple to comprehend.

The logic behind compression was replacing a text string with a number and storing the key-value hash pairs in the hash table. There were many ideas put across the board which ranged from tinder-style swiping of text boxes to decide whether to compress the string or not, drag and drop text boxes into predefined key slots etc. While it might not have been easy to go with the swiping option, as it may not give the user a complete picture at glance, and it would be difficult to allow/change the swipe decisions made. While trying to keep the game simple, the drag-n-drop UI looked simpler and feasible and most of us are on the same page. Also, sample use-case, state, sequence diagrams have been defined for this system.

One important learning from this activity was that many doors to discussion were opened when the emphasis was on keeping the UI simple and understandable. The solution was not easy, as it is always easy to build a complex system, but to build a simple system with the same feature sets of functionality, it gets tricky.

Shaurya Mittal
XP value: Courage

This week did not really had instances where the XP value 'Courage' would play a major role as this was the week when a multiplayer game had to be though of and discussed. Last week we decided upon building a game that would demonstrate Text Compression. In this week's meeting we had to think of game ideas over Text Compression. When some new ideas has to be discussed, there is nothing called as mistake. But it is really important that everybody comes up with some or the other idea.

The only place where courage comes into play in such kinds of meetings is that you are brave enough to narrate an idea which you may think would sound silly. Sometimes, the silliest of the things turn out to be the best ones. This is what out of the box thinking is, and all the team members should realize that it is important to extend the boundaries of you imagination. Talking about the games, who would have thought that an augmented reality game like 'Pokemon Go' will become one of the best, even when it demands people to roam across the streets, parks or any possible place in a map to catch Pokemons. Maybe, this would have also sounded silly initially, but as said, the creator of the game was brave, or courageous enough to think that such a thing can be revolutionary.

So, we did out best to amalgamate our so called 'silly courageous' ideas and decide upon a multiplayer drag/drop game that would put two participants to race against each other to compress a given text String by detecting patterns.

Aishwarya Rao

XP value: Feedback

This week's meeting was important because we had to decide the topic and decide on the game. We asked every team member to research on their interested topics and explain them to all the team members. If the majority of the team finds it interesting, we thought the team could go with it. We fixed a team meeting this week. All the team members have been giving great ideas and team members have been discussing pro's and con's of each idea and if it could be possible to implement each idea as a multiplayer game. After discussing about various factors and how different games could be implemented, we decided on a multiplayer game which starts with the display of a common string to players and the player is supposed to drag them to compression boxes and press finish in order to reduce text compression percentage. Since the project is supposed to be a multiplayer game the team took some time time to decide on how to decide the score and which player will win according to the score. Finally, we've decided that whoever gets the least text compression percentage gains more points. The game strategy hasn't been decided properly but an idea of the game we're going to develop has been decided. So. for the next weeks meeting, we decided to come up with a game plan and start working on the game development and designs so that we can complete the implementation within the given amount of time.

Yashasvi Komma

XP value: Communication

We have planned a meeting this week and discussions were made about the game plan.
Different game ideas were discussed and we have decided on an idea. In the game each
player is given strings , the player needs to select the words and drag them into the
compression boxes to compress . Here the player should be able to analyze the pattern
wisely and looking at the words and drag them into the boxes .When the player is done
with finding the pattern and dragging them into the boxes the player needs to press the
finish button or the game automatically completed when the timer is elapsed. Now the
calculations are made. The amount the text has been compressed is calculated and
depending upon the amount of compression the points are assigned. The more the
compression the higher points. The less the compression less points. The player should be
smart enough to pick up all words and phrases that are repeated and that can be
compressed .Here in the game there is possibility of tie between the players or the players
are given their respective positions. The toughness of the game can be increased by
increasing the amount of the text content that is given to the player. We also planned to
draw the UML diagrams. The flow of the game was discussed, the actors ,states, classes
that need to be used in designing the game were discussed. We are working on how
different levels in the game can be implemented. The modules of the project were
discussed.